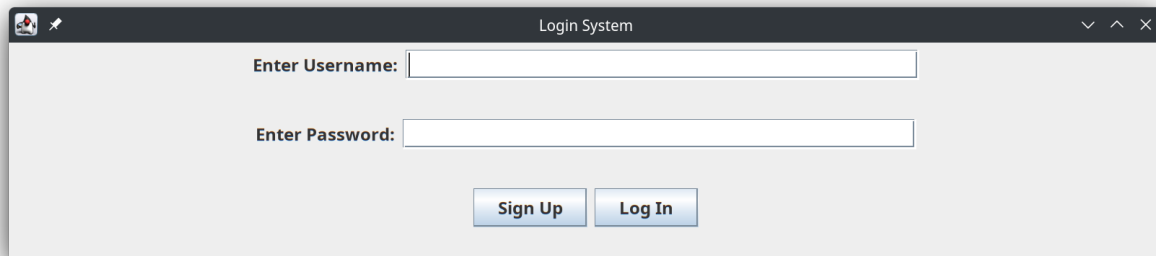SECTION G

UNITED INTERNATIONAL UNIVERSITY
CSE 1115 (Object Oriented Programming) – ASSIGNMENT 1
FULL MARKS: 5

Only submit the code for your assignment at LMS. Submit your own code, do not copy from other students.

Write a Java GUI program that simulates a basic login system. The GUI should look something like this:

Your program should provide a prompt to the user to provide their username and password. There should also be two buttons with text "Sign Up" and "Log In" below the text fields where the user enters their username and password.

After entering an username and password, if the user clicks the "Sign Up" button, the program should save the username and password that the user has entered in a text file [Use Java File I/O in order to perform this], and then show a dialog box that shows the message "Username and Password saved successfully". The text file where you are saving the usernames and passwords should contain all previous usernames and passwords saved from prior runs of your application (the text file basically acts as a database to store usernames and passwords).

If the user clicks the "Log In" button after entering an username and password, your program should check if the username and password that is input by the user matches any entry in the text file containing all saved usernames and passwords. If the username and password exists, show a dialog box that shows the message "User logged in successfully", otherwise, show a dialog box showing the message "Username or password not matching".

You are free to use whatever system to design your GUI - as long as the requirements mentioned above are fulfilled.